



Contact: Vhayste@gmail.com

Copyright

This document is copyrighted to me, Vhayste®. It is intended for ~PRIVATE~ use only. It cannot be used in ANY form of printed or electronic media involved in a commercial business, in part or in whole, in any way, shape, or form. It cannot be used for profitable or promotional purposes, regardless of the situation. Breaking any of these rules is in direct violation of copyright law.

This document is protected by copyright law and international treaties. Unauthorized reproduction and distribution of this document, or any portion of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under the law. Any characters, names, places, or miscellaneous objects are copyright of their respective companies.

Author's Note

Welcome to my latest exclusive walkthrough for IGN, probably my last one for the year 2009. Those of you guys that where visiting my blog know that I've been on temporary hiatus to give way to my contractual projects. I'll try to make up for the lost time by covering this game.

I played the original Magna Carta for the PS2 and main concerns were the queer-like character design of the main hero and the dreaded button-combo, turn-based battle system. So far the story between the first and the sequel are independent, giving you the freedom to skip the first game in order to catch up with the story.

Walkthrough

Watch the scenes and get a bit of the background story. Once in control, follow the event trigger as instructed.

TIP: Event Triggers - Arrow will appear on the minimap that points in the direction of the trigger point. Move to the event icon on the minimap to trigger the event. Events can be triggered by talking to NPCs or defeating enemies.

Explore the area a bit. There's a chest in the far northern outpost of the village containing Healing Leaf. There is a chest north beside the chief's house called Bilter's Box. You can't open it for now so just ignore it for the meantime. You can also take a rest in the chief's house whenever you need it.

Enter the makeshift hospital from its northern door to find a chest inside containing 150 sid.

Go northeast and head to the bag icon to find the merchant. You can't afford anything at the moment so ignore him for now and open the chest north of him to get 100 sid (obviously, the currency of the game)

Once that's done, follow the marker that will lead you to the event trigger. Just head there to start the scene. After the conversation with Melissa, head back to the village and go to the event trigger. Talk to Melissa to get your next errand.

Quest- Kill the Clawpers

350XP, 100s

Kill x3 Clawpers on the Highwind Island Shore

After accepting the quest, Melissa will offer you to undergo a battle tutorial or if you want to skip it. For first time players, this is a good chance to learn the game's battle system. Head to the lift to go down.

Highwind Island

Once outside the village, you can toggle between Combat Mode and Movement Mode. Combat Mode will open up some battle commands while Movement Mode is your standard stance. You can interact with NPCs and objects while in this mode.



Head to the event trigger icon to initiate a scene. Here, a village girl will request you to break some lapper shell. This will open up the Field Action tutorial as well. Just kick one nearby to complete the girl's request. After the scene, you can examine the blue pillar to save your game.

Tip: Savepoints also restore HP!

Save your game, then continue following the path to the next event trigger. From here, Melissa will meet you up and give you basic combat tutorials. Just follow her instructions.

- Standard Attacks
- More powerful attacks delivered when attacked from behind.
- Dash to close distance between you and target while in Combat Mode
- Kan - needed to use skills
- Build up Strength Kan by using standard attacks. Does not fade so store it by fighting weaker enemies then use them when fighting stronger ones.
- Build up kan then press X to use skill



-
-
- Signature Techniques are triggered when certain conditions are met. Conditions will vary from the weapons you're using.
- Expend Stamina by using standard attacks and skills.
- Upon reaching the certain level of stamina, Overdrive is activated. Increases attack power.
- If you stop moving in Overdrive, you'll Over heat which will render you motionless for a set period of time.
- Change targets by pressing right bumper and left bumper.

After the tutorial, you'll be on your own now. Kill lappers by the shore to complete the quest then return to Bilter. You may also kill them all for a quick level up and some extra exp and sid before reporting to him. Watch the following scenes. Head back to the village afterwards.

Head to the event trigger and watch the scene. Argo and Zephie will join as guest party members. Head to the next event trigger by taking the left to the southwest of the village. Before taking the lift, grab two Healing Seeds from the treasure chest inside one of the huts near the lift. Enter the caves afterwards.

Windsong Caverns

Just walk forward to trigger a short conversation with the princess. Follow the path and help the soldier defeat the enemies surrounding him. Talk to him afterwards to receive Healing Seed x2. Continue along the path and defeat enemies. Eventually, you'll run across an allied soldier surrounded by enemy monsters and soldiers. Talk to him after defeating the enemies to receive Shaved Ice x2.



Continue ahead to trigger an event. Watch the following scenes. Once in control, turn back to find a chest near the pillar. Obtain a Belt of Action from it. Equip it then take the stairs. Save at the savepoint then continue ahead for a scene. Zephie and Argo will leave as guests.

Just join the battle against the guardian and don't waste healing seeds keeping your HP up. Just let it pummel you and once your HP reaches zero, some scenes will trigger again.

Highwind Village

Once in control, head to the village and talk to the NPCs with the blue exclamation points over their heads to start some quests.

Deliver the Tools

250XP, 200s

Talk to Hiengel

Use key to open Bilter's Box near the Chief's house.

Deliver the box to Bilter by the Highwind Island Shore.

Deliver Boxed Lunches

200XP

Talk to Liana to start quest.

Deliver the boxed lunches to Haman in Azurebell Forest.

Acquire Medicine Ingredients

300XP, Healing Seed x2

Talk to Healer

Go to Azurebell Forest and gather Liandal Berries.



Highwind Island Shore

After activating them, take the lift down and head to the island shore. Talk to Bilter to complete the quest. Head to the event trigger to proceed with the story. After the conversation with Zephie, you can kill some enemies here for some extra exp and sid. Head back to the gate for another scene with Melissa. You'll acquire a Wooden Sword after the scene. Don't worry, it will be auto-equipped in your inventory. Talk to Melissa to start a quest. You should be able to gather from here on.

Gather Gunpowder Grass

400xp

Gather 4 Gunpowder stalks and give them to Melissa

Gathering gives a small mini-game where you need to keep pressing A while maintaining the cursor within the “threshold” level and maintaining the pressure until the time runs out. The first gunpowder grass is right beside you so try pulling it. Gather the stalks and give them to Melissa to complete the quest.



Before going back to the village, head northeast to Azurebell Forest. You can also break some lapper shells along the way for a chance to grab some healing seeds.

Azuebell Forest

Right after the savepoint, you'll find Haman. Talk to him to complete the quest Deliver Boxed Lunches. Talk to him again to start a follow up quest.

Obtain Hard Horns

300xp, Belt of Defense

Kill Pierce Worms until you collect x5 Hard Horns

Deliver the horns to Haman

These enemies are aggressive but they should be manageable enough if you're at least LV6. Just remember to run when you pull too much enemies.



The Lindel Berries needed for the quest [Acquire Medicine Ingredients](#) can be found where the Mama Worm is located. Its a LV10 monster so fight it after clearing its minions. You may want to use hit and run tactics here; attack it then switch to movement mode to gain distance then attack it again. The best timing is to attack it after its horn glows and attacks.

If you want, you can clear all the enemies here as well for some extra xp and sid. You should also find a chest in the middle of the lower path containing Belt of Swiftness.

Once done, talk to Haman to complete Obtain Hard Horns, save your game then return to the village.

Highwind Village

Head inside the hospital and talk to Healer to complete her quest. Talk to the village girl inside the hospital to get a Pearl Amulet. This is a good accessory at this point so equip it.

Head to the Chief's house and take a rest. Make sure you have done all the pending quests available before sleeping since you won't have the chance to complete them anymore. Just take a rest to proceed with the story. Melissa will give you Bandage x3, Molotov Cocktails x4 and Trap x3.



You can now use field items. If you check the lower right hand corner, you should be able to press RT to select the active item you can use by pressing X. There's nothing much to do right now so head to the island shore. Remember to save along the way if you haven't done so yet.

Highwind Island Shore

Meet up with Zephie and Argo. She'll tell you about the status ailments the enemy Wizards can inflict. You'll receive 3 Lozenges during the conversation. Argo and Zephie will join as guests. For the meantime, Melissa will give you the task to heal soldiers using Bandages and setting traps on pre-marked locations. Select them as your active item by pressing RT and use them by pressing X.

You must heal your allies and place the traps within 2 mins - that's plenty of time to do all the tasks. After setting the last trap or healing the last ally, the enemies will break through. Use the molotov cocktails as instructed by Melissa. After using all the cocktails, kill some enemies until the boss arrives.



Kill some enemies and you'll see another cutscene. You'll receive Melissa's Sword afterwards. Just attack Elgar until you get another scene.

Azurebell Forest

Save your game if you want then head to the northeastern part of the forest. There will be Northern Forces soldiers along the way but don't hesitate to engage them if you want. Just head to the event trigger to proceed with the story.

Abazet

Watch the scene. Once in control, grab the Revive Capsules from the nearby chest. Exit the room and go downstairs for more scenes. After the conversation, Zephie, Argo and Crocell will join the party as regular members. From here on, you can switch leaders and talk to your other characters individually. Also if you noticed, the field action on the lower right will vary from character to character.

Exit the barracks and explore the southern part of the city (you can't head to the northeastern part of the city yet). Talk to Yi-Em is found right after you exit the barracks to start your first quest here.



To the Kamond Mine

Belt of Magic Power, 400xp, 800s

Escort the Merchant Guild staff to the Kamond Mind. He will be waiting outside.



Head to the Scholar's House and open the treasure chest inside to get two ability kamonds Attack LV1 and Defense LV1.

Head to the villager's house south and grab 150 sid inside. Enter the house in the middle and grab Revive Capsule from the chest inside.

Once done, head to the exit and leave the city.

Abazet Field

Head to the event trigger for an event. You'll be able to use a Cube from hereon. You'll also get the chance to learn more about party combat. Accept or decline her tutorial if you wish. I suggest taking the tutorial since it will give you much needed details in fighting more effectively as a party.

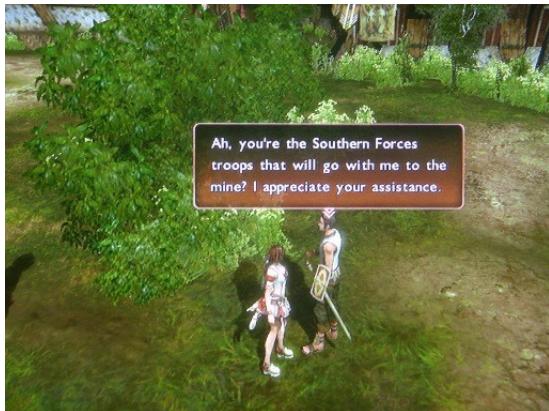
After the tutorial, kill the claw beast and a southern soldier will approach you requesting assistance. You can accept a new quest from him.

Poison Worms!

Ring of Detoxification, 400xp, 300s

Kill Poison Worms x3 then report back to the soldier.

You'll also receive the first set of cube mails. Read them if you want. Save your game first. First, hunt down poison worms found north of the save point. Defeat three worms then return to the soldier that gave you the quest to complete it.



Head south of the savepoint and talk to the guy behind the thicket. He's the guild associate that you need to escort if you have accepted the quest To the Kamond Mine.

TIP: If you move to another area during an escort or load after saving, you will fail this quest.

Follow the guild staff closely. He'll stop along the way to fight some mobs so you'll have no choice but to help him defeat them as well. Once he reaches the destination, talk to him to complete the quest.

Kamond Mine

Grab Resistance Lv1 from the chest and talk to the NPCs here to start new quests. Save your game afterwards.

Hit It a Little Bit

250xp, 150s

Kill 3 Phongs

Rescue the Hostage!

500xp, 800s, Attack LV1, HP LV1 x2

Rescue Abductee from the Werewolf's Hideout to the west.

Report to the Merchant's Guild HQ in Abazet to get reward

Generate Fire Kan

300xp, Earring of Red Sparrow

Generate 6 Fire Kan in a given area using Crocell's fire skills.

Do a Soul Extraction

250xp, 200s

Have Zephie perform Soul Extraction and extract a Kamond from a monster.

Make Zephie leader then use this signature move when the monster is almost dead.



Just find a monster to battle and control Crocell. Have him use his fire-skills and you should be able to generate six fire kans in no time.

To extract, control Zephie and press B when the prompt appears when a monster is near death.

You can find Phongs in the Wild Forest. Remember to have Zephie use her wind attacks to inflict vertigo on them then switch to Juto to attack like crazy while the status ailment is in effect.

After completing the initial 3 quests, you may return to the Kamond Mine and surrender them. Head west this time to the Werewolf's Hideout. Head to the event trigger to proceed with the story.

Werewolf's Hideout

After the scene, make sure that you have Juto in your combat party and you're controlling him. His counter skill will be very useful here; it will destroy the werewolves' weapons, drastically decreasing their attack power. You may clear the area if you want. Just engage the Werewolf Boss when ready.

During this battle, it is imperative that you chain attacks and trigger chain breaks as often as possible. Use items as you can't solely rely on Zephie's healing skill.

Recipe: Snow Crystal will be acquired after this battle.

After the scene, you'll find the Guild Hostage nearby. Release him and talk to him. Also, grab the two Cure Leafs from the nearby chest. Return back to the city; don't forget to turn over the quests you have completed from the guys in Kamond Mine if you haven't done so yet.

Abazet

On your way back, you'll be able to join a mini-game called Whack-a-Phong. Its a simple game of whacking hapless phongs within the time limit. Your reward will depend on your score. It costs 300 sid per game. Head to the gate to trigger the scene. Zephie will temporarily leave the party.

You can talk to the kid near the shop to get transported instantly to the Merchant's Guild. You can talk to him again to go back to the entrance. Look out for a chest to the north and grab Stamina LV1. There is another chest nearby, beside the pillar that contains Stamina LV1, Stamina. Find another chest on top of a platform which contains 400s. Down south you'll find a chest that contains Attack LV1.

You can also check the weapon shop here for some possible upgrades. You can find the kamond shop in the second floor of the guild HQ. Enter the main building and grab the 200s from the chest. Talk to Schneider ten talk to Yi-en to get your reward.

Exit west then grab the chest containing Shaved Ice x3 behind the lesser Kamond Shop. Grab 2 Healing Leaf from the chest beside the begging refugees. Look for the exclamation point in the map and look for the wandering old man. Talk to him to start a new quest.

An Old Man's Request

800xp, Necklace of Life, Belt of Experience
Hwan is in the Oldfox Canyon capture operation.

Head to the Southern General HQ and get 1000s from the chest inside Alex's room up north. Head to the barracks to continue with the story. Talk to the old man and take a rest. Watch the following scenes. The main quest Additional Orders will become available:

Additional Orders

600xp, 200s
Kill Mighty Lappers x3
Acquire Bomb Box x1



Once ready, exit the town and talk to one of the guards there to receive the Axe for Argo. You'll also receive the tutorial for the Weapon Type and Styles so read it. You should be able to use Skill Points now to enhance your skills so spend some time setting up the skills you prefer. Don't forget to equip Argo's Soldier's Axe. Once done, head north to Abazet Port.

Abazet Field

On your way, talk to the tanner along the way to receive a new quest.



The Apprentice Tanner

600xp, 200s, Leather Knuckle

Capture 5 Claw Beasts in Abazet Field. Just kill the required number of Claw Beasts nearby. Report back to the tanner to complete quest.

Abazet Port

Head to the port and go to the Nekoneko encampment. Talk to the leader to get the bomb box. You can start two new quests here as well.

Nekoneko Pride

400xp, 500s, Fire Crystal Bomb

Recover the bells that were stolen by Nekojack.

Defeat Nekojacks to obtain the key needed to open the chest containing the bell.

Endless Battle

500xp, 500s, Hotty Hot, Lighty Light

Defeat x6 Nekojacks

Report back to the quest givers to get your rewards. Head back to the city gate and talk to the soldier to complete the quest.

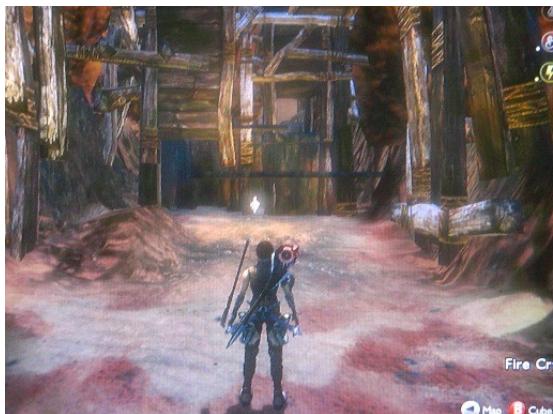
Abazet

You'll need to head to the Southern General HQ next. Enter the meeting room and watch the following scenes. After a while, Zephie will offer a short tutorial about enhancement. Take time to read it; it will be for your own good. You'll receive Attack LV1, Spirit LV1 and HP LV1 from her. Start by enhancing your current weapons. You can also buy some special kamonds from the kamond shop in the Merchant's Guild HQ. Exit the town when ready. Talk to the soldier beside the savepoint and agree to board the Karma.



Oldfox Canyon

Talk to the commander (marked by the exclamation point on the map) to receive your quest.



Destroy the Obstacle

1200xp, Earring of Red Sparrow

Follow the operations officer and use the Fire Crystal Bomb go acquired earlier.

Follow the officer and defeat any enemies you encounter along the way. Head to the marked location and plant the bomb. Destroy it to complete the quest. Go inside the newly created path and defeat the enemy reinforcements. Destroy enemy karmas and death ballistas along the way if you wish.

Tip: You can make Crocell burn the barricades with his field action. Just wait for a few seconds till the barricades explodes and destroyed.

Find Hwan in the crossroad before the event trigger and the savepoint. Just rescue him from the attackers and talk to him to complete the quest. Talk to him again to start a follow up quest.



Hwan's Request

1500xp, Healing Leaf x3

Deliver Hwan's letter to his father in Azabet.

Make your way to the save point and save your game. Go to the event trigger when ready. You'll need to face the gate of wailing itself.



It has three attacks; arrow barrage, spears and bombs. A large red circle indicates an incoming arrow barrage. When the front of the gate is blinking, expect a spear trap to thrust into you. Bombs take a few seconds to detonate which can be used to your advantage.

Have Juto use his field skill [Kick] to kick the bombs towards the gate. Upon explosion, it will bring down the barrier, making it vulnerable against attacks. The explosions will also release Fire Kan which can greatly enhance Crocell's abilities. The barrier will reappear after a few seconds so you'll need to repeat the process again. Just fall back a bit when it recovers its barrier.



Fortunately, its attacks won't reach you from the bridge itself. Later in the battle, the number of bombs will increase and the time it takes to detonate will be shortened so you may need to move fast to avoid extensive damage. You can find this tip from the cube mail as well.

North Garrison

After bringing down the gate, you may head back first to save your game then proceed to the next event trigger. Grab Shaved Ice x3 from the chest beside the pillar near the enemy building. There is another chest again by the second building containing Hotty Hot x2.



Continue fort and you'll eventually face the boss. According to Raud, Sion Regral uses Wind Kan which his wizards supply him. Try killing the wizards first before attacking Sion. The wizard's wind attacks causes vertigo while Sion can inflict Silence to your characters. Just use Lozenges if ever Zephie is silenced; you'll need her to keep healing your party.

After defeating him you'll receive Amulet of Vital Force, Attack LV2 and Spirit LV2.

Watch the following scenes. Once in control, grab the Stamina LV1 and Stamina Recovery LV1 from the chest nearby. There is also a supplier nearby where you can purchase some stuff in case you need resupplying. Save your game and accept your next mission.

Help the Wounded Soldiers

1000xp, Squall Fragment, Wind Kan Crystal

Use healing wizardry on the wounded soldiers to keep them from dying.

If 1 soldier dies, you'll fail the quest.

You'll receive instructions for this mini-game so read it carefully. This is a pretty easy mini-game and you won't run out of Kan unless you spam heal mindlessly. Talk to the soldier again to complete the quest and to get your rewards. Head your way to the next event trigger.



Northern Forces Outpost

You may want to destroy the barracks along the way as well to stop the flow of reinforcements. Head to the event marker for a short scene. Save your game and grab 500 sid from the nearby chest. Pursue Claire until a scene triggers.



You'll need to defeat her pet, Astaroth. This should be a pretty manageable fight since you should have gained at least 2-3 levels from this whole run. Remember to switch between combat and movement mode to quickly close the distance with the boss and enable you to attack it immediately. Later in the battle, both of its hands will change, giving you two more targets to attack. Just time your attacks and use chains to take advantage of the chain breaks and prevent your characters from going in overheat mode often. Once the hands are destroyed, you can continue attacking the main body. It will use a new HP-stealing attack so mind your HP at all times.



After the battle, you'll obtain Counterattack Gauntlet, Pauldron of Wind, Amulet of Power.

Navyblue Marsh

Watch the scenes afterwards. Once in control, save your game and talk to one of the Avis merchants nearby to start a quest.

Give Me Back My Goods!

800xp, 500s, Cure Flower

Go to the Northern Forces camp to the south and take back Stolen Goods.

Head north to the Refuge of Darkness and defeat all enemies. Grab the Power Knuckle from the chest. Head south of the merchants to find a chest containing HPLV1 and Defense LV1. Head to the event trigger for a scene. Head to the Northern Forces Campsite and fight your way in until you recover the Stolen Goods. Return back to the Avis merchant to complete it. He'll then give you a follow up quest.

An Eye for an Eye

600xp

Gather 4 [Suspicious Mushrooms]

Report back to the merchant to complete.

Switch to Juto to harvest using his field skill. The blue mushrooms are scattered everywhere; however, a failed attempt will poison your party if not careful. After gathering the required number of mushrooms, surrender it to the Avis merchant to start yet another follow up quest.

A Tooth for a Tooth

1000xp, 1000s, Kan Reward, Recipe: Red Jewel

Se the Gas Spray Trap in front of the tent in Northern Forces Campsite.

Set the trap on the pre-designated location. Return to the avis merchant to complete the quest. He'll give you yet another quest

Delivery to Cota Mare

500xp, 500s

Deliver the goods to the Nestin in Cota Mare.

Head to the event trigger marker and watch the next scene. After the scene, follow the Mare guard. Save your game if you want to.

Cota Mare

Talk to Nestin in the plaza to turn over the quest Delivery to Cota Mare. You can also upgrade your equipment here if you have the cash. You can go to Celestine's house, right across the shops to obtain a Revive Potion. Just head to the Chieftain's house (event trigger). Watch the scenes.

After the scenes, Zephie will be replaced temporarily by Celestine. Celestine can be your healer for the meantime so equip her with Stamina-boosting accessories, as well as leveling up some of her skills. Make your preparations the head to the next event trigger. Use Juto's field action and kick the vines out of the way.

Head southwest and take the path going to the Undersea Tunnel.



Undersea Tunnel

Save at the save point and go to the event trigger. After a short talk, you'll have to fight Rutan and his henchmen.

This is just a normal boss fight; to make things easier, just take out the henchmen first then start chaining your characters when fighting Rutan. He hits hard and can knock down your characters from time to time but as long as you utilize Celestine's Mild Restore (which can recover over 1000 HP) as needed, you shouldn't have problems winning this fight.

You'll also receive Axe of Lightning.

Cota Mare

You'll be taken back to Cota Mare after the battle. Watch the scenes. Once in control, head to the Chieftain's house to continue with the story. Once done, collect the Earring of Genbu from the nearby chest. Talk to the Cota Mare woman nearby to start a quest:

Hi-yo Junsti

1000xp

[Find Junsti in the Navyblue Marsh.](#)

Exit the building for a short scene. Head to the northern exit of the village and talk to the mare woman again to start another quest.

[Navyblue Marsh Messengers](#)

1000xp, 1000s

[Kill the Northern Forces in the northern part of Navyblue Marsh.](#)

Navyblue Marsh



Exit the village, and head to the Nekoneko Dwelling to the east. You should find Junsti there. Talk to him to update the quest. While there, talk to the Nekoneko in the corner to receive another quest.

[We Need Kamond Shards](#)

800xp, 500s, Cherry Blossom

[Collect 8 Kamond Shards by defeating monsters living in the marsh.](#)

Grab Frostnip Defense from the nearby chest as well. Defeat any monsters nearby to collect the required number of kamonds then return to the Nekoneko to complete the quest.

After completing We Need Kamond Shards, talk to the same Nekoneko to start a follow up quest:

[Delivery to Abazet Port](#)

1000xp, 2000s, Stamina Seed

[Delivery the Shard Parcel to the Nekoneko village near Abazet Port.](#)

Head to the northern part of the marsh and you'll spot a trio of running northern forces soldiers. Chase them down and defeat them. You should be able to grab a quest item that the trio will drop. This will automatically start another quest.

[Relay Operational Orders](#)

800xp

[Surrender the Operational Orders to Kiloty back in Cota Mare](#)



Return to Cota Mare and talk to Kiloty to complete Relay Operational Orders. Talk to him again to start another quest.

Kill Nurance

1200xp, Frostnip Defense

Kill the enemy general [Nurance] somewhere in the Navyblue Marsh. Report to Kiloty after defeating him.

Report to the mare woman inside the Chieftain's house to complete Hi-yo, Junsti. Exit the town and look for general Nurance in the northeastern part of the marsh. I've seen him standing northwest of the savepoint but I can't guarantee he'll be in the same place in your playthrough. Nevertheless, finding him shouldn't be that hard. He's a bit tougher than your average soldier but not powerful enough to give you a worthwhile fight. Just defeat him and complete the quest by talking to Kiloty in Cota Mare.



Cota Mare

Talk to Celestine to start the mandatory quest:

Energy Wonder Potion?

1000xp

Collect the following ingredients:

Mere Plant Spore - dropped by Meres

Antidote - can be purchased from merchants

Mystery Mushrooms - These are the orange mushrooms found in the marsh. Easily distinguishable.

Return to Celestine after collecting the stuff. Watch the following scenes.

Navyblue Marsh



The next day, there will be a Northern Forces offensive against the village and Celestine will join the party to help. Save the game if you want then fight your way to the next event trigger. You'll meet Huaren Jass.

At the start of the battle, target his hands then his shoulders first. Then, concentrate targeting his body. He will then summon three additional minions; just shift your attacks to them as they may get pretty annoying and may get you in trouble. Just keep healing using skills and items, and make sure to chain attacks to take advantage of chain breaks.



The good thing about Huaren is that he won't chase you down so if you need a long cool down, switch to movement mode then run away from him.

Use this chance to fully recover your overheat gauge and use healing items as needed. You'll receive an achievement and the Sword of Sunset after the battle. Watch the following scenes. Celestine will now be your permanent party member.

Cota Mare

Once in control, you'll have to do yet another meager task to proceed with the story. Just put the incenses on the specially-marked locations. Upon putting the last incense, watch more scenes. In the end, you'll receive two of each Red, Blue and Yellow incenses.

Undersea Tunnel

You can save here and resupply if needed. Head to the event trigger for a small mini-game. You must place incenses provided to you in the correct order. Starting from the leftmost altar, put the incenses in the following order:

Yellow - Red - Red - Blue - Blue - Yellow

Once done, a short scene should trigger. Once done, enter the gate and fight your way to the next save point and event trigger.



From your location, head north to find a chest containing Crystal of Life. Head west a bit then look for another chest in the northwestern tip of the small outcropping in the map. It contains a Revive Potion. Head west again and go north to find another chest in a dead end that contains 1000s. Continue heading west, save your game and cross the bridge for a boss battle against a twin headed Giant Angler.



You need some Antidotes in this battle since most of the boss' attacks can inflict poison almost immediately. When enough damage is dealt, the boss will attack using its second head (blue). Use the same tactics; if you want, you can go for a ranged party here (Crocell, Zephie and Celestine) since the boss tends to attack only whoever is front of it when stationary. You can also have your primary healer to equip the Ring of Detoxification. You shouldn't worry about this battle; as long as your party is adequately leveled, you shouldn't have problems defeating it.



Rosemary, Attack LV3 and Amulet of Protector will be rewarded after the battle. Equip and enhance Celestine's Rosemary then save your game. Cross the bridge and head to the next event trigger in the Tomb of Strass.

Continue west then go south before the last savepoint. Find a chest that contains Cure-All. Head to the savepoint and save your game; head to the next event trigger to continue.

Abazet Field

While here, you can head first to Abazet Port to turn in the quest Delivery to Abazet Port. You can grind here if you want since the enemies' levels are also boosted up to provide you decent exp. Once ready to proceed with the story, head to the entrance of the city to proceed with story. The merchant guild will have new items in stock so check them out.

Abazet

Head to the Merchant's Guild if you want and check out the new goods, especially the new special kamonds. Go to the Square next and talk to the old man to complete Hwan's Request. Return to the barracks and talk to the barracks manager to take a rest and proceed with the story. Exit the city and talk to one of the guards outside to start a new quest.

Terminate the Spy

1400xp, 1000s, Seeker

[Find the spy in Oldfox Canyon, deal with him and report back to the soldier in Abazet's gate.](#)

Talk to the nearby guard and agree to use the Karma to go to Old Fox Canyon.

Old Fox Canyon

Talk to the guard in the middle to start another sidequest.

[Recover Secret Docs ASAP](#)

1400xp, Attack LV3, Defense LV3

[Recover the documents from various enemy holdouts in the canyon.](#)

The Secret Docs are dropped by various enemies so just defeat all the enemies along the way and you should be able to get the secret documents before your reach the boss. The Spy is also one of the enemies here so just clear the path on the way and you'll have the quest Terminate the Spy completed after the boss battle.

When facing Zerglone, take out his wizard minions first. He will cause burns so use <> to quickly remove the status. Celestine won't be that much help here since the area is void of water kan which she relies greatly on. After taking out the wizards, it should be smooth-sailing throughout the battle, as long as you keep everybody healed as necessary.

You'll receive Ring of Defense and Revive Capsule after the battle. Watch more scenes and you'll be back in Abazet.

Abazet

Talk to the guard at the entrance to complete Terminate the Spy. Go inside the city and talk to the city woman that is walking around near the plaza by the gates. You'll receive a quest.

[Lati are Infesting Abazet](#)

500xp

[Visit Deba and talk to her to learn more about her husband that was killed by the Lati.](#)

Deba's House is just nearby (will have a check mark on the map) and talk to her to complete the quest. Talk to her to start a follow up quest:



The Risks of Revenge

500xp

[Talk to the Monster Scholar to learn more about the Lati](#)

The Monster Scholar just lives in a small house across Deba's so go there and talk to him to complete the quest. Talk to him again to start yet another part of this chain quest.

Get the Ancient Documents

800xp

[Find the monster scholar's grandson, Aruth and get the ancient documents. Aruth is a member of the Southern Forces and is currently deployed to Dunan Hill.](#)

Check out some new gears if you haven't done yet and try to enhance your weapons with new kamonds, especially the ones with multiple stat boosts. When ready, head to the headquarters to proceed with the story. Talk to the southern forces soldier in the middle of the dor leading to the meeting room to turn over Recover Secret Docs ASAP quest. Go inside the meeting room and talk to Raud to attack Dunan Hill.

Dunan Hill

After the briefing, you'll receive your first tip from Raud regarding bomb boxes.

Talk to the soldier near the pillar to turn over Get the Ancient Documents. Talk to the same soldier again to start a quest:

Rescue Aruth

1200exp, 1000s, Necklace of Courage

[Rescue Aruth who was captured by the Northern Forces.](#)

Talk to Raud near the pillar to start another quest:

Support the Troops

1500exp, 2000s, Resistance LV3, HPLV3

[Support the imperiled southern forces that was surrounded.](#)

Like what is suggested, Crocell can lit up the bomb boxes to make them detonate after a few seconds. Make sure your allies are not in the range of explosion or they'll suffer damage as well. Fight your way to Checkpoint 1 and help the southern forces soldiers you find along the way. The ones with the HP bar must be saved before they get killed, otherwise you'll fail this quest. The soldier in peril would be the second one since there's a lot of mobs surrounding him. The key to save him is to kill the wizards first. You have no way of healing him and he's stupid enough to charge to the enemies, enough to aggro all of them at once.

Unfortunately, you can't save your game after saving one then loading it as it will bug the quest and the soldiers that you're supposed to rescue won't be there anymore. Don't hesitate to use your party healing items as necessary. Just always get rid of the wizards first as their magic attacks are damaging and annoying. If you're having problems defeating enemies, try getting new skills and upgrading them. The quest will be completed after talking to the last soldier. The good thing about this is that the soldiers you've rescued will come to your aid up until you take out Checkpoint 1.

Grab Defense LV2 from the chest just south of checkpoint 1.

Continue to Checkpoint 1 and defeat the enemy forces there. Take advantage of the bomb boxes and keep an eye from the arrow rain normally preceded by a circle marker forming on the ground. Remember that you can always switch to movement mode and run away if things get awry. Like before, always target the wizards first and use group-healing items as necessary. '

Obtain Lion Pauldrons after the battle.

After defeating the forces, grab the treasure chest behind the savepoint to obtain Fire, Wind and Water Kan Crystals. Save your game afterwards. There is also a merchant nearby where you can resupply if needed. Fight your way to Checkpoint 2.



Grab the 1500s from the chest right after the gate. Fight your way to the middle of the path to find Aruth and a chest containing Stamina Seed x2. Talk to Aruth to start another follow up quest:

[Deliver Ancient Documents](#)

[1000exp, 1000s](#)

[Give the ancient documents from Aruth to the Monster Scholar in Abazet](#)

Head to Checkpoint 2. Vecas, the boss guarding the checkpoint is highly poisonous. You must have some antidotes ready. Also, take out the wizards first to avoid getting additional status effects. Always heal the poison status first as it will be troublesome to maintain your character's HP during the battle.

Obtain Ginger Lily after the battle.

After the battle, grab the 2000s from the chest behind the building. Grab HP LV2 from the chest in front of the building, and the Kamond of Tenacity from the off at the deadend of the narrow path north of the savepoint. Save your game and talk to the soldier near the gate to the northwest to start a new quest:

[Kill the Colossus](#)

[2000exp, Kan Reward, Kamond of Passion](#)

[Kill the colossus guarding the fortress.](#)

The Colossus is waiting by the bridge so destroy it and report back to the soldier that gave you the quest to turn it over. Cross the bridge and go to the deadend southwest to find a chest along with some crates and barrels. Grab 2 Heal Flowers from it. Fight your way right before reaching the event trigger. You may return to the second checkpoint to save your game and to fully recover your party's HP.

Go to the event trigger and watch the following scene. You'll need to face Melissa. She's not that hard; just make sure to remove the silence status she inflicts from her attacks. Just reduce her life to half and the battle will end automatically. Watch the scene.

The next boss is Leviathan. If you have read the tip sent by Raud through Cube mail, you'll know what to expect and how to deal with the boss. There are three columns: attack, poison and HP recover. Once in disadvantage, Leviathan will activate the columns. Each time one turns on, the Eyeball in the skies will be activated and attack repeatedly.

You need to deplete the boss' HP during the first phase of the battle. As soon as the second phase starts, he will begin using the columns. By default, you can't attack the columns; just attack the ones Leviathan activates. Prioritize getting rid the columns first before attacking the boss. The columns will be restored again and again so make sure to alternately attack the boss and any nearby column to avoid too much disadvantage on your group. This battle is not hard; just make sure you have a lot of party recovering items to keep your party's HP up.

Obtain Rose, Unknown Soldier's Sword and Cure-all x2 after the battle.

Watch the following scenes.

Abazet

Back in Abazet, exit the barracks for more scenes. Go to the Monster Scholar's house and deliver the ancient documents to him to complete the quest Deliver the Ancient. Talk to him again to start another quest.

[Gather Cursed Grass](#)

[600exp](#)

[Pick up the Cursed Grass from the Merchant Guild.](#)

Talk to the ferryman beside the merchant near the city entrance to fast travel to the Merchant Guild. Go inside the guild building, talk to Schneider to complete the quest. Talk to him again to start another quest.



Gather Cursed Grass

1500exp, Recipe: Wizard's Rocket

Gather Cursed Grass in the Wasteland of Silence and deliver it to the monster scholar.

Talk to Yi-el nearby to start another quest:

Recover the Kamonds

1300exp, 2000s, Agility LV3 x2, Stamina LV3 x2

Find the merchant guild kamons stolen by the werewolves. They have gathered them on Chieftain's Hill in the wasteland.

Exit the city and talk to the guards by the gate to start new quests:

Find the Missing Scout.

1500exp, Stamina Recovery LV3, Stamina LV3

Find the scout in the Wasteland of Silence.

Lati Attack!

1500exp, 1500s, Earring of Sacrifice

Defend the South Gate from Lati attack.

Wasteland of Silence

Get all you need, save your game and head to the next event trigger. Go to the wasteland by interacting with the gate. Talk to the guard on the other side to start a mini-game with Celestine. This is a really easy mini-game so you shouldn't have any problems completing it. Talk to the guard again to complete Lati Attack!

Got to Chieftain's Hill to the east and defeat any werewolf there until they drop the stolen Kamond. Don't forget to get the chest containing Attack LV2 from the chest on the hill. Southeast of Chieftain's Hill is another chest that contains 2000s.

Go south to the wasteland of Silence. Fight some Northern Forces soldiers and wizards and you'll find the missing scout tied up in their base. Release him to complete Find the Missing Scout. Grab the Stamina LV2 and Agility LV2 from the chest behind the scout.

There is a Cursed Grass beside the slope going to Chieftain's Hill. Make sure you set Juto as your leader to harvest it. If you're not sure what the Cursed Grass looks like, open Information in your menu select the quest and press Y to view the grass' image.

Next, go to the Cave of the Lati Tribe to the southwest. Head to the event trigger and grab the Spirit LV2 from the chest right before the event marker.

Defeat the mini-boss Liti to obtain Reeden's Fireball and Crystal of Life. Grab the 3000s from the chest behind the rock from where you standing. You can't go deeper inside so make your way back to Abazet.

Abazet

Talk to the Monster Scholar to deliver the Cursed Grass. Next, head to the Merchant's Guild and talk to Yi-el to complete the quest Recover the Kamonds. Head to your barracks and take a break to proceed with the story.

The next day, you'll receive a notification from the Merchant Guild regarding some new items on stock. Check them out if you want and sell the old ones you don't need. Head to the gate and talk to the soldier standing across the avis merchant to start a quest:

Highwind Island Refugee

1000s

Meet the refugee in Abazet Port

Head to the marker to trigger the story events. Rue will join your party afterwards. Head to the HQ for more scenes. After the events, set forth to Abazet Port.



Abazet Port

Go to the port and talk to the Nekoneko beside the refugee to complete the quest Highwind Island Refugee. Talk to the refugee to start another quest.

Hanging by a Thread

1200xp, Stun Defense, Pendant of Skill

Grab an Illusion Root to treat Bilter. These plants grows wild inhabited by the NekoJacks.

Go to the NekoJack camp and harvest the Illusion Root by the tree and return to the nekoneko doctor. Talk to Bilter to complete the quest. He'll give you a follow up quest next.

Sneak into the Forest

1000xp

Meet up with the Island Guards in Azurebell Forest.

Sneak into the Sea

1000xp

Meet up with the Island Guards in Highwind Island

Save your game then head to the next event trigger. Head to the port and grab Cure Leaf x2 from the chest near the cargoes. Talk to the soldier and set off the Highwind Island.

Highwind Island

You'll take control of Zephie's unit first. Talk to the Island Guard nearby to complete Sneak into the Sea. Talk to the Island Guard again to start another quest:

Destroy the Siege Weapons

2500xp, Attack LV3

Destroy the siege weapons on the shore

Help your allies clear the guards of the nearest ballista. First, get rid of the barricades surrounding the ballistae by using Crocell's action skills. Make Argo your leader and use his action skill "Punch" to destroy the barrier generators protecting the ballistae. After the barriers are down, you should be able to deal maximum damage to the ballistae.

After destroying the two ballistae in the shore, go through the gate to find two more ballistae. After destroying the fourth ballistae, the quest will be completed. You'll obtain Fighter's Will after the battle. Watch the scene and you'll have control of Juto's group.

Azurebell Forest

Buy your supplies from the nearby NPC then head to the savepoint. Talk to the island guard there to complete Sneak into the Forest. Talk to him again to start another quest:

Kill Zebasa

Spirit LV3, 2500xp

Defeat the northern forces monster Zebasa. He will appear only after defeating 15 residual troops in the forest.

After defeating 15 troops, head to the event marker to enter a battle against Zebasa. This is just a normal boos fight where you just need to keep everybody healed and execute chain breaks whenever you have the chance.

Obtain Blast Axe and Leather Backpack after the battle.

After the scene, the whole party will regroup. Head to the village to proceed with the story.



Highwind Village

Talk to the island guards (marked as a red check in the map) to complete the last two quests you have completed. Head to the village chief's house to proceed with the story. You'll be in control of Juto afterwards. Talk to everybody if you want to, then go to the next event marker for more scenes. The mandatory quest will become available.

Testimony to Sadness

2000xp

Recover the villagers' belongings in the Windsong Caverns

Exit the chief's house and go to the plaza. Rue will join your party. Talk to Haman near the infirmary to start a new quest:

Hunt the Fleeing Soldiers

Kill x8 Northern Forces soldiers who fled to Windsong Caverns.

Recipe: Iron Heart, 2000exp

Get ready and head to the cave next.

Windsong Cavern

The path is pretty straightforward so there's no need for directions here. The belongings appear as ordinary treasure drops so you just need to run over them to collect them. Save your game first then head to the next event marker. You'll need to face another sentinel, Belial.



Belial has two forms. The first form is rather easy; just be careful of its tail attack as it may knockdown and occasionally poison a character. After defeating the first form, it will transform to a new, faster beast. Aside from the normal tail attack, it will also use a long range, critical hitting attack. It will also occasionally use an HP siphoning attack so keep your healing items ready. The length of this battle will depend on how much damage you deal and how often the boss siphons HP from your party members. Try to grab the Superhuman Strength and Super Focus from the chest nearby.

Obtain Misfortune Star, Flame Blast, Kamond of Wind and the last Villager's Belongings. Head back to the village turn over your quest (Hunt the Fleeing Soldiers) and talk to the chief to complete the quest. At this time, you'll be asked to enter disk 2.

Abazet

Once in control, exit the barracks and head to the Monster Scholar's house. Apparently, he just completed the poison that will stop the Lati. Talk to him to start a new quest.

Lati, Candle in the Wind?

Revival Water, 2000exp

Kill Queen Lati which is inside the Cave of the Lati and sprinkle her eggs with the potion.



Head to the Merchant Guild and talk to Schneider to start a new quest:

Defeat the Lati Boss

Earring of the Blue Dragon, 1500xp, 3000s

Kill Queen Lati in the Cave of the Lati in the Wasteland of Silence. Bring back the quen's mask.

Talk to to get the Lightning Bombs you have ordered. However, due to the limited supply, you'll need to collect Lightning Kan to make the remaining bombs. You'll receive another quest from him.

Build Lightning Bombs

Lightning Bombs x5, 1500

Set Rue as the leader and generate 2 Lightning Kan. Use a Lightning Bomb Vessel to make a lightning bomb.

There are also new equipment for everybody so check out the store. After gearing up your party and enhancing their weapons, set Rue as your leader and head to the Wasteland of Silence. Just fight there and once Rue generates 2 lightning kans, set the Lightning Bomb Box as your field item then use it to absorb the kans and make a Lightning Bomb.

Wasteland of Silence

Head to the Cave of the Lati Tribe. You should be able to go further inside the cave. Fight your way inside until you find Queen Lati in the end of the cave. After defeating the queen, grab the mask, then use the Egg Melting Potion on the eggs. Return to Abazet afterwards.



Abazet

Talk to the Monster Scholar to complete his quest. Head to the Merchant Guild HQ. Talk to Schneider and to Pwfine to complete their quests. Return to your barracks and take a rest to proceed with the story. The next day, you'll receive a tutorial about Co-Op Techniques. Juto and Zephie will master Imperial Blade, a co-op technique that will only be available while equipped with a 2-handed sword and a fan. Get ready and head to the city entrance. Talk to the soldier there and take a ride to Dunan Hill.

Dunan Hill

After the scene, you'll receive the quest Celestine's Letter.

Celestine's Letter

100xp

Go and see Keitin, the Cota Mare chief.

From the fortress, continue north and take the path leading to Dunan Hill. Grab the Stamine Seed x2 from the chest along the way. Find another chest beside the ruined building containing Kan Control. You'll also need to defeat an ogre along the way. Grab Cure-All from the chest between the rocks along the road leading to Cota Mare. Fight your way and head to the next area.





Dunan Field

Talk to the lone woman that is standing in the middle of the road to accept a new quest.

Escort the Traveler

Ring of the Blue Dragon, Paralysis Defense, 2000xp, 2000s

Escort the traveler safety to the Dunan Rest Area.

The traveler will move on her own so you need to make sure she makes it. Quickly engage and dispose of the enemies standing along the way. Once the woman reaches the Rest Area, talk to her to complete the quest. Talk to her again to start another quest:

Lanoara Lake Monster

Hawk's Eye, Silence Defense, 2500xp, 2500s

Head to Lanoara Lake and slay this monster.

Head inside the inn and talk to the people there to start new quests.

Hi-yo Assistant

1200xp

Locate the assistant in Reinpolt Ruins

Dunan Field's Seeds of Suffering

2000exp, Recipe: Ring of Conquest

Get rid of the thieves.

Exit the inn and you should find the thieves already waiting there. Fight and defeat them. After the battle, go inside the inn again and report to the npc that gave you the quest to complete it. Talk to him again to receive another quest



Dunan Field's Seeds of Suffering (2)

2500exp, Dragon Pauldrone, Kamond of Regeneration

Go to the Dunan Thieve's Hideout to the southeast and kill the leader.

Save your game and grab the Kan Reward from a chest beside the savepoint. Head to the Lanoara Lake next. Get Attack LV3 from the chest along the way. Head to the altar and the boss, Swamp Eel will appear.

This boss isn't particularly hard. Just use antidotes and group party heals since most of its attacks can inflict poison. After the battle, set Zephie as your main character and examine the Royal Altar in the middle. Talk to the Royal Spirit that will appear to receive a new quest.





[Get the Marks of Royalty](#)

2000exp

[Visit the Water folk and listen to their explanation of the water altar.](#)

Head back to the rest area and talk to the traveler to complete the quest. Head to the Thieves' Den and fight your way until you find their leader. Once the battle starts, fall back a bit to draw his minions. Get rid of them first while Albedo returns to his original position. Finally fight and defeat him. Grab the Turbulent Times Gauntlet from the chest by the house, behind where Albedo is standing. Head to the event marker next. Grab the Stamina LV3 from the chest along the path going to Ruhalt Basin.

Ruhalt Basin

The game will explain various ways of dealing with the landmines. I'll suggest diffuse the mines using Rue only when there are no enemies nearby. Otherwise, take advantage of your lightning bombs and detonate the mines where the enemies are standing nearby.

In the small offroad pat to the northwest lies an injured soldier named Malacchia. Help him get up and after the scene, grab the Kamond of Wind from the chest nearby. Continue heading to the first pillar and you'll be thrown in a boss fight. As usual, get rid of the minions first before attacking the main boss. You'll obtain Mandarin and Kan Control after the battle.

After the scene, grab Kan Control from the chest beside the savepoint. Cross the bridge and grab Spirit LV3 from the chest up north. Igton, the avis you rescued will join as a guest independent party member. He'll help you by attacking at a distance. Head south and grab the chests there. (Cure-all, Cure Capsule) Take the winding road going north and grab Stamina LV3 from the chest in the small camp along the way. There is another chest to along the curve to the southeast containing Agility LV3.

Fight your way to the second pillar and watch the following scenes. The battle against Melissa will take place. The battle will end automatically once you bring her HP down to 30%. The real boss, Asmodeus will join the battle.

This battle will have several stages like the last recent ones. First, get rid of the head, then attack the body. This boss hits hard and can easily take out your party members. Don't rely on heals alone; use party-healing items to alleviate the situation. Take out his legs and he'll fall down. Attack his core quickly before he recovers and stands up again. Just repeat the process of taking down his legs first then attacking the core. Just make sure to use only basic special attacks that consumes 1 kan to take advantage of chain breaks, and to boost your kan for more powerful attacks. Once the core is down, switch to your most powerful special attack available and unleash it. You should be able to end this battle within 2-3 repetitions.



Obtain Titan Hammer, Attack LV3 and Spirit LV3 after the battle.

Darkblade Fortress



Watch the following scenes and you'll be up for another boss battle again - this time, against your former team mate. Zephie and Juto will leave the party temporarily so its up for your remaining four members to fight him. If you have Celestine equipped with a bow, return to movement mode and change her equipment to her alternate weapon as you need her to heal your party during the entire fight. Just keep fighting him and keeping your party's HP up and the battle will end automatically after dealing enough damage to him.

After the battle, you should be able to use the Avis Transport Fleet now. Save your game and fast travel to Dunan Hill.

Continue to Reinpolt Ruins to find the assistant. Talk to him again to start a follow up quest.

The Assistant's Lost Item

Healing Capsule, 1500exp

[Find the assistant's lost Diary and Pouch](#)

Grab the Stun Defense kamond from the chest in one of the broken house to the southwest. It has the assistant's diary too. As for the pouch it is located on the eastern side of the ruins. Look for the small green bag on the ground. Turn it over to the assistant to start another follow up quest.



Vaizen's Whereabouts

2500xp

[Look for for Vaizen's clues in Belfort.](#)

Follow the event marker leading to Rahalt Basin and you'll be confronted by the southern forces soldiers. Defeat them in battle to receive Braveheart and Demon Repeller. Watch the following scenes. Once in control, head to Ruhalt Basin and take the road to Belfort. Make sure to grab the Kan Reward and Demon Warding Key from the chest in the allied camp right before Belfort.

Belfort

Doomseeds will be falling in this area so don't be surprised if you can't generate kans needed for your special attacks. Proceed further in the field and a scene will trigger. After the scene, Argo and Celestine will learn Blizzard Edge.



From your starting point, go to the middle eastern part of the map to find a chest containing God's Eye. Next, go the left side of the field and grab the chest containing Freezing Fragment and Thunder Fragment. Head further to the northwestern part of the fields to find Malaccia. If you have rescued him earlier during your mission in Ruhalt, this event should be available. Just defeat the enemies surrounding him and talk to him afterwards. Head to the southern forces outpost. Talk to the NPC in the middle to start a new quest:

Shivering From the Cold

2500xp, Ring of Genbu, Spirit LV4

Kill Wereboars and Ground Beasts to acquire 3 hides.

You should find some stores in the middle right part of the outpost. Check out some new gears and resupply as needed. Don't forget to grab the Steel Kamond from the nearby chest. There are two more quest givers in the northern part of the southern army outpost.

I'm so Hungry...

2500exp, Ring of Red Sparrow, Kamond of Regeneration

Obtain Combat Rations from the Northern Forces and give them to the child

Be Ready for Danger

2500xp, Three Leaf Clover, Confusion Defense

Kill 10 monsters around Belfort

Make a quick trip back outside the outpost and hunt Wereboars and Groundbeasts outside until you get 3 hides. Keep killing monsters outside until you kill 10 of them. Return to the quest givers to complete the quest.

Head to the event marker and talk to the NPC there to start a mandatory quest. Don't forget to grab the chest containing Defense LV3 x2 near the event marker.

Acquire a Northern Cube

2500xp

Kill enemy soldiers until you obtain a Northern Cube.

When ready head further north to reach next area.

Belfort Ruins

Open the chest near the entrance to get Kamond of Regeneration. Before proceeding further, make Rue, Argo and Juto your active party members. This place won't allow you to use magic kan so having melee fighters will give you an advantage in battle. Remember when fighting Baleppers, it is vital to use Argo's Armor Break ability to break the barrel on their backs and make them susceptible to damage. Grab the Kan Control from the chest in the left side side of the area where you first fought a Dracore. Follow the path until you reach the next area.

Use the savepoint if you want. Grab Attack LV4 and Spirit LV4 from the chest southwest of the pillar. Find another chest containing Water Kan Crystal northwest of the pillar, beside the stairs. Continue north and head to the eastern part of the Belfort Ruins.

Follow the road to the southeast to find a chest containing Necklace of Experience. Once done, make your way to the Redeen Manor, Crocell's old home to the northeast of the ruins.



The Reeden Forbidden Door

2000xp

Open the secret door in Reeden Manor

Set Crocell as your leader and use his Fireball/Dance action to light up four torches. This will complete the easy quest and will open the door for you. Open the chest and read the cube letters given to you. You'll be pointed to an old cave east of Dunan Field. This cave is known as Cave of the Hermit in Dunan Field. This will start another quest as well:



A Father's Last Request

2500xp

Look for the man with ties to the Redeen Family in the Cave of the Hermit in Dunan Field.

If you want to complete this quest immediately, backtrack all the way to Ruhalt Field and use the Avis Transport to go to Dunan Field. If not skip to the marked paragraph below (Cont).

The Cave of the Hermit should be pretty obvious in the map. Go there and talk to the old man to complete the quest. Set Crocell as your main character and talk to the old man to receive a follow up quest.

The Redeen Seal Stones

5000xp, Bakuryu Ball

Smash the 5 seal stones and defeat the giant.

While you're roaming Dunan Field before, you should have seen those strange floating rocks over a circle platform. However, you can't freely destroy the sealstones without the corresponding keys. You can check Kenaros' letter to know the keys locations as well as the sealstones locations as well. You should have two keys at this point (Demon Warding Key, Demon Exorcism Key) so you should be able to unlock the seals in Reinpolten Ruins and in Dunan Field (the sealstone is located in the open field leading the path to Ruhalt Basin)

(Cont) Belfort Ruins

Make your way out and take the northern path of the ruins. You should be able to use magic kan in this area so switch to Celestine if you need healing. Kill the Northern forces soldiers here until you obtain the cube. Once it is acquired, the quest Acquire a Northern Cube will be completed. The follow up quest Find the Scout, Jeroha will be automatically started. You can also collect Combat Rations from them as well.

Find the Scout, Jeroha

2000xp, Crescent Moon Brooch, Recipe: Proof of Soldier

Find Jeroha and take him to protective custody.

Grab Spirit LV4 and Defense LV4 from the chest near the entrance. Follow the path and you'll find another chest to the east side right before the next area. It contains a Necklace of Sacrifice. Continue north until you reach the courtyard. Make your way up the stairs to find a chest in the northwest corner. Obtain the Pendant of Skill from it. Make your way to the next savepoint. Don't forget to open the chest on the small deadend to the west and get Attack LV5. The pillar here is owned by the enemy and can't be converted yet so backtrack to the intersection and go to the event marker. You may also return back to the southern forces outpost to turn over the quest I'm so Hungry to the kid and to get some supplies if you need them.





On the first street west of the intersection, you'll find another chest beside a tree. Obtain a Ring of the Blue Dragon from it. Take the path that leads north to reach the next area. Grab the Attack LV4 from the chest along the way.

Fight your way until you reach the event marker. Watch the following scenes. Defeat the northern forces soldiers that will appear and you'll complete the quest [Find the Scout, Jeroha](#). After the scene, talk to Jeroha again to complete Vaizen's Whereabouts. Talk to him again to start another quest. Grab Agility LV4 from the chest behind him as well.

Follow the Clues

3000xp

[Look for clues to Vaizen's whereabouts in the Sentinel Laboratory](#)

Head back to the fork in the road then take the southern path to reach Belfort Castle Area.

Belfort Castle

Grab the Lighting Kan Crystal from the chest northeast of the fountain. Fight your way to the deadend in Belfort Castle Walls. Grab the Kamond of Transformation from the chest. Head to Belfort Castle and use the Whirlwind Bombs to lift the statues and destroy them. The one in the middle is the right one while the other two of each side have Rings of Attack and Magic Power. Just in case you accidentally wasted or used any of the whirlwind bombs, return to Jeroha to get more. Take the hidden path to reach the Sentinel Laboratory. Since you have the pillar hacker, you can save using an enemy pillar even if its not converted yet. Just enter the lab door to proceed with the story.

Sentinel Laboratory

You'll start in Laboratory 1. Head to the event marker and examine the door to trigger a new quest.

The Weight of a Key

3000xp, Infinite Strength, Warrior's Roar

[Defeat the lab officer to get the card key.](#)

The Lab Officer can be found in the straight ramp going east to Laboratory 2. Defeat him and grab the Card Key. Aside from the holding cell of the npc that gave you the quest, you can also open other similar cells. Check out the southern cell in Lab 1 to access the chest that contains a Steel Kamond. Enter the southwestern cell to find chest containing Kamond of Passion. Release the prisoner named Balfour and talk to him to start a new quest.

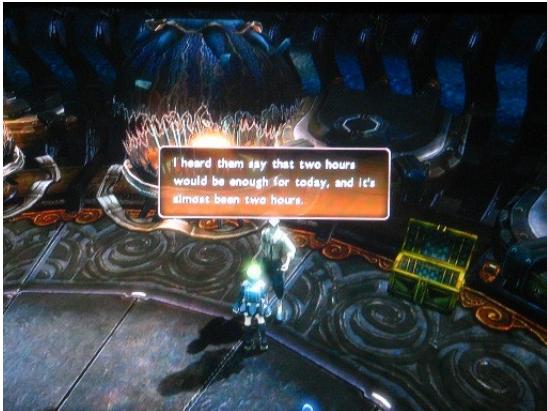
Emergency Rescue

3000xp, Ring of White Tiger, Recipe: Patience and Will

[Turn off the control unit in Lab 1 to save Balfour's wife. You have 3 minutes; the quest will be over if you haven't stopped it by then.](#)



Enter the control room in the middle of Lab 1. Activate the red panels in the middle to deactivate the control unit. Defeat the enemies inside as well. Exit the control room and go to the southern cell. Talk to Balfour to complete the quest. Talk to him again to start another quest.



[Northern Forces Valuables](#)

2500xp

Find the valuables that the northern forces brought in the lab. It is inside one of the rooms in the lab.

Finally, check out the cell to the northwest and watch the following scenes. Once in control, talk to the old man to complete the quest The Weight of a Key. Talk to Nix to start your main quest.

[Activate the Warp Device](#)

3000xp

Get the key for the generator in Nix's safe in Lab #2. Turn the generator in Lab 4 to use the warp device

There is also a pillar here. Save your game and exit the room. Nix will be your 4th, uncontrollable member. Make your way to Lab 2.

Once there, enter the main control room in the middle and defeat all the enemies inside. Open the chest to get the key. Talk to Nix to complete the quest. Talk to him again to start another quest:

[Activate Power Generator](#)

3000xp

Go to Lab 4 and activate the Power Generator. Once activated, you can use the warp device.

Go to the room to the southeast and attempt to open the chest to discover its locked. Defeat the northern forces soldier and healers that will appear to get the key. Open the chest to get Kan Saving and Stamina LV4. The quest Northern Forces Valuables will be completed as well. Head to Laboratory 3 next. Fight your way in the main room and watch the following scenes.

Once in control, examine the research pod nearby (one with blue light) to trigger a scene. This will only be active if you have the quest Follow the Clues active. After the scene, the quest will be completed. Another part of this chain quest will become available.

[The Sad Truth](#)

2000xp

Look for clues about Vaizen's whereabouts; look for people with information about Vaizen.

Open the chests to obtain Kan Miracle, Demon Morality Key (another key needed for Crocell's weapon quest), Frostbite Defense, and Rod of Mystery. Exit Lab 3 and make your way to Lab 4. On your way, you will receive a Cube Mail from Jeroha, indicating that the bosses you defeated previously were being remanufactured. To prevent future problems, you'll need to dispose of them while inside the Sentinel Laboratory. After reading the cube mail, a new quest will become available.



A Sentinel Grudge Match?

3500xp

Kill Zebasa and Lecas. They can be found in the Production Room on the way to the Central Laboratory.

Enter the Manufacturing Room to the southwest. You'll find Lecas and two healers there. As usual, defeat the healers first then continue attacking him. He won't be that hard especially if you're L52+. Defeat Lecas to receive Howling Wolf Sword. You can use the pillar to the south of Lab 4 but it is heavily guarded. Or you can just run past the guards and save. Next, go to the manufacturing room to the southeast. Defeat Zebasa to obtain Meteor Hammer and to complete the related quest.

Finally, enter Lab 4 and activate the generator by interacting with the panel in the middle. The related quest will be completed as well. Open the chests inside to obtain Kamond of Transformation, 3000s, Stun Defense and Cure-all x2. The Warp that you party will use will be down south, right after the savepoint. Save your game and use the warp.

Once you reach the lowest level, just continue ahead and you'll find Zephie and the others. You'll need to fight Elgar and his Sentinel. Concentrate on taking down Beelzebub Half. Celestine with an Aroma weapon equipped would be a necessity in this battle, unless you wanna dish out tons of items. This area is full of Kan so you won't have problems building up kan for your attacks and heals. Crocell can be your primary damage dealer here since he can easily rack up fire kan with his Fire Tap skill. It is advisable that you keep him using his fireball style. For your tank, you can pick Juto, Argo or Rue. Argo will be the best choice for his survivability or Rue for her high-evasion rate. Just keep Elgar busy with your "tank" and have Crocell use his most powerful attacks. This boss is actually a boss since he only has one attack that targets one of your allies. He will keep doing this until you end the battle so this is just a lazy slagfest.



You'll earn Crimson Earring, ATK LV4 and Frostbite Defense.

Use the warp ahead and you'll be taken back to Lab 2. Just head to the next event marker to continue with the story. You can also save first if you want. Nix will be waiting by the entrance. Just exit to Belfort and walk all the way to the camp.

Belfort

Once you reach the outpost, Rue will temporarily leave the party. Resupply and rest by the outpost inn to the left. Watch the following scenes. After the scenes, you'll need to fight through the guards surrounding the platform. This should be easy if you have an up to date equipment and level. Make sure to take out the healers, then the wizards. Continue to the platform and watch the following scene. Zephie will rejoin the party afterwards. Just update her equipment and put her back to your active team. Chances are, Celestine has the highest level in your team by now. Save by the pillar once ready and start fighting your way out. There is a wall of despair blocking the path which will occasionally rain down arrows or delay-bombs. Just remember to stay out of the area of effect and keep damaging the wall until you destroy it. Also, remember that the bombs give off fire kan upon detonation so Crocell will be handy in destroying the walls faster.



Continue fighting and destroying walls of despair along the way, minding the occasional barrage of arrows and bombs. Once you reach the plaza, you'll come across with Malaccia. You can either help him and defeat the large number of troops he's holding (for some considerable exp boost) or ditch him and continue to the next area.

Continue fighting your way to reach the event marker. Make sure to save along the way. Continue south till you reach the outpost and watch the following scene. You'll need to defeat Beelzebub Complete to proceed with the story.

This is pretty much another generic battle; just heal as needed and use chains to get more chances to attack. There are two attacks you should look out for; the first one would be a multi-hit projectile attack that critically damages one target and an aoe (area of effect) attack that decreases the party's hp to 10%. Make sure to use a Cure Capsule or a Cure Potion to immediately bring your party's HP up.



You'll obtain Topaz, Herculean Kamond and Eye of Light after the battle.

Cota Mare

Watch the scenes. Juto will leave the party for now. You'll obtain a new quest:

[Acquire the Glowstone of Life](#)

5000exp

[Visit Keitin and get information about the monsters.](#)

Once in control, talk to Nix to complete The Sad Truth quest. Talk to Nix again to start a new quest:

[To the Grey Cemetery](#)

2000xp

[Find the body of Vaizen the Silver at the Quickslime Mounds in the Ruhalt Plateau.](#)

Resupply and grab some new gears for your party. Make sure to enhance any skills you have and update any kamonds as well. Set Zephie as your main character and talk to Keitin to complete Get the Marks of Royalty quest. Talk to Keitin again to start another quest:

[Mark of Royalty I: Water](#)

2500 exp

[Go to the Water Altar in Navyblue Marsh and undergo the trial to become king.](#)

Talk to Keitin again to proceed with the main quest. Exit the chief's house and head to the next event marker. Talk to Switin to obtain the Awakening Incense. You won't be able to do any other quests at this time so head to the event marker leading the Undersea Tunnel.

Undersea Tunnel

Save your game and head to the event marker. You should see the Jupo there. Just stand on the marker and use the Awakening Incense.



Jopa has a series of powerful and devastating attacks that you should look out for. Some of its attacks also inflict status effects such as poison and frostbite. Remember to use all the items available to get rid of the status effects and keep your party's hp up. This boss' HP isn't that high so keep building kams and unleash your most powerful attacks to bring it down easily.



You'll obtain Ultimate Kamond, Camomile, Brooch of the Mare and Stamina Seed after the battle. Zephie and Rue will also master the co-op technique Heavenly Storm. This is only available when a fan and shuriken is equipped. Save your game and exit the undersea tunnel.

Navyblue Marsh

Exit Cota Mare and save your game. Head to the next event marker. Rue and Zephie will leave to enter Juto's mind. Argo, Crocell and Celestine will need to stay behind and protect Nix. Just defeat all the materialized fear of Juto and prevent them from attacking Nix. Obtain Eye of Light after the battle.

The next part will take you deep in Juto's Mind. You'll have him, Zephie and Rue in the same team. Its a great way to upgrade his equipment and skills. From there, keep walking until you reach the next portal. Watch the following scenes. You'll need to fight and defeat the Highwind Island Juto. This is just a generic battle so there should be no problems.

Use the portal to reach the next area. You'll be controlling Crocell's team again. Like before, just defeat the enemies and prevent them from interrupting Nix. Use Crocell's area of effect attacks like Rain of Fire or Nova Circle. You can also take advantage of his Fire Tap reaction skill. After the battle, you'll get Kan Blessing.

The scene will switch to Zephie's squad. You'll need to fight and defeat First Elgar as well. Like before, he only has one attack but it deals high damage and will interrupt with your chain breaks. If you want, you can just fight defensively, build your kan and unleash your most powerful attacks. After the battle, save your game and enter the portal.

The game will switch to Crocell's team again. Defeat this wave of enemies and obtain Warrior's Roar and Iron Fist after eliminating them all.

Finally, you will be returned to Juto's mind. You'll need to defeat Schueinzeit. He only have one type of attack that deals considerable damage but can be healed easily. After getting rid of him, Juto will leave your party and fight you. Rue and Zephie needs to subdue him to get out of this place. The easiest way to defeat him is by building Rue's lightning Kan (use a Lightning Kan Crystal if you want) to 10 and unleash her ultimate katana-style skill: Immovable Position. This should deal an immense damage to him that will make this battle easier. Watch the following scenes.

Cota Mare

Once in control, head to the Chieftain's home to continue with the story. Head to the town plaza and make Crocell as your main character. Talk to the kid named Junsti to start a new quest.

Rescue Marith

[Rescue Marith who has been abducted by monsters](#)

3000xp

You'll only have Crocell and Juto for this quest. Attack the beast a few times, then try to run. After the quick chat, Crocell and Juto will learn their Co-op skill Nova Slash. Juto needs to have a Two-Handed sword equipped while Crocell needs to have a fireball equipped. If you can't remember how to do a co-op attack, perform a chain first then immediately press the right button in your DPAD. After the battle, talk to Marith as marked in the map to complete the quest.

Once in control, you'll receive a message in your cube. Read it to activate a new quest:

Rescue Malaccia

[Rescue Malaccia who is being transported to Ruhalt Plateau.](#)

300exp

You should be able to roam freely at this point so this is a perfect time to start doing those quests.



Head to the Refuge of Darkness in Navyblue Marsh and make Zephie as the leader. Defeat any enemies nearby and pass through the protective barrier to find the altar. Examine the pedestal then talk to the water spirit that will appear behind it. Waves of easy enemies should be rushing towards you. Just kill them all as they come. After defeating the 3rd wave, talk to the water spirit again to complete the quest Mark of Royalty 1: Water. Talk to it again to start the follow up quest:



Mark of Royalty 2: Fire

Go to the Fire Altar in Oldfox Canyon and undergo the trial to be king
3000xp

From your position, head west and take the northwest exit to Old Fox Canyon. The place you need to visit there is the circular area in the middle of the map. Just follow the path and you'll find a large griffin-like monster named Volcano here. Defeat it to obtain the Demon Control Key which is the fourth key in your possession to unlock the sealed stone in Dunan's Thieves Haven. [Quest: The Redeen Seal Stones]



Continue heading southwest to reach the next avis transport/savepoint location. You won't be able to walk all the way through the middle since the game won't allow you to. Instead, use the transport and select Old Fox Canyon. This should bring you to the western side of the canyon.



From there, head east till you reach the circular thing in the middle. Like before, set Zephie as your leader and pass through the barrier. Examine the altar and talk to the fire spirit. You need to defeat the lone Essence of Fire. Talk to the spirit to finish the quest. Now you can start any of the last two trials: The Wind and Lightning Trials in Ruhalt. You can't access Ruhalt Plateau for now so just leave it aside for the meantime.

Head to Dunan Field real quick (use the transporter) and enter the inn. Talk to the man beside the counter to start a new quest.



[Revenge Thief](#)

[3000xp](#)

[Go to the Ruhalt Plateau and meet the Dunan Thief.](#)

If you already unsealed the floating stones in Dunan Hill and in the Reinpol Ruins, you should be able to activate the sealstones in Thieves Haven and Ancient Tomb. The last one should be in Lanaora Lake but alas, you can't get its key for now.

Once done, head to the Undersea Tunnel to proceed with the story. It is already accessible via avis transport at your convenience.

Undersea Tunnel

Just fight your way inside until you reach the event marker. You should examine the four surrounding pedestals in this order: EAST, WEST, SOUTH and NORTH before examining Strass' Tombstone. Head to the newly opened path and watch the scene. After the conversation, loot all the chests to obtain Rod of Miracle, Recipe: Reward for Effort, Steel Kamond, Golden Frog and Gold Kamond. Make your way back to the village to proceed with the story.

Cota Mare

As soon as you get back to the village, there will be a commotion. Just head to the event marker to trigger more scenes. Once in control, talk to Igton to start a new quest:

Core Materials

[Go to the Nekoneko Settlement in Navyblue Marsh and get some Special Alloy](#)

[1500xp](#)

Head to the event marker to trigger another scene. After that, head out of the village then go to the next event marker. Melissa will join you as a quest member. Talk to the Nekoneko marked in the map to complete the quest. Talk to it again to start a follow up quest.

It's About Give and Take!

[Kill petit meres and mura meres to collect 4 Mere Pollens](#)

[Kill Blaborers and Iborers to collect x2 Black Pearls](#)

[4000exp](#)

Just kill the required mobs to collect the needed materials. Turn over the materials to the Nekoneko to complete the quest and to get the follow up quest:

Off to Igton

[Hand over the special alloy to Igton](#)

[1500exp](#)

Walk all the way back to Cota Mare and hand over the materials to Igton. He'll then give you another quest to get the final component through a quest:

The Final Component

[Kill the giant monster wandering in Navyblue Marsh.](#)

[5000xp](#)

Make sure to save your game first. The monster you're looking for is located in the large area to the northeast, where the exit to Dunan Hills lie. It will be a good idea to clear all the meres around the area before engaging it. You'll obtain Eternal Kamond after defeating it. Watch for more scenes and you'll enter a real boss battle.



Purson hits hard and can easily cancel your chain breaks. It also loves to move around the battlefield which may interrupt your melee fighter's combos and chain breaks. Halfway in its life it will release a barrier which can only be destroyed by attacking the thread in the middle. While inside Purson will recover a bit of its health so make sure to destroy the thread as fast as you can.



Obtain Hero's Pauldron, Steel Kamond and Ring of Blue Dragon after the battle.

You'll be back in Cota Mare. Hand over the kamond to Igton to complete the quest. You'll also receive a mail from Hogton that requests you to go to the Old Fox Canyon. Just ignore it for the meantime. Resupply, check your skills and equipment then head out of the village. Make sure to save your game as well.



As soon as the battle starts, rush to the position of the mare wizards creating the ice wall. Defeat them quickly and take out the wizards and healers first. After getting rid of the initial wave of attackers, Claire will show up. Claire's attacks are really damaging and can interrupt your chain breaks often so it will be better to stack up kan individually and unleash powerful special or co-op attacks. Bring down Claire's HP to $\frac{1}{4}$ and the battle will end automatically.

You'll obtain Bloody Hammer, Kan Blessing and Ring of White Tiger after the battle.

Once in control, head out and talk to the marked NPCs to start new quests with them. Set Celestine as your leader and talk to the girl south of her house. This will start a new quest:

A Stony Smile
Pick medicinal plants with Rue
3000xp

You'll be transported to Nekoneko settlement. Talk to the Nekoneko in the middle to proceed with the story. Just attack the NekoJacks a bit to unlock Celestine and Rue's co-op technique: Glacial Blast. They must be using their bow and shuriken respectively to use this technique.

Once back in the village, talk to Kiloty near the village entrance to start another quest.

Ultimate Wonder Potion
Kill Hellfish in the Undersea Tunnel to get Shelled Creature Humors.
5000xp, Recipe: Ultimate Shot, Ultimate Medicine



Head to the Undersea Tunnel and keep killing Hellfishes until you collect 5 Shelled Creater Humors. Deliver them to Kiloty to complete the quest. Prepare your team; once ready talk to Igton in Celetine's house.

Ruhalt Basin

Fight your way to the event marker. Save your game if you want, then take the winding path south. You should come across a lone avis that will give you a quest, as well as a barrier with the Lightning Altar. Set Zephie as your leader then talk to the avis to receive a new quest:

Royalty Mark 3: Lightning

[Appease the Lightning God and hear what he has to say](#)

3500xp

You'll receive the Ornamental Hairpin after accepting the quest. Break through the barrier and fight the lightning god. Talk to the spirit then talk to the Avis to complete the quest. The Wind Altar is the last which is located in the Ruhalt Plateau. You'll also obtain the Windstorm Tablet that can be used to enter the Wind Altar.



Continue to the next marker. You'll need to face Raud and his minions. Get rid of the lesser soldiers first before concentrating on Raud. Of course, take out the healer first. Raud's attacks are lightning-based so Rue will be your fighter of choice here since she can use those generated lightning kāns to her advantage. Also, it will be advisable to individually building up kan to your characters so they can perform high-level special attacks and perform chain breaks. He hits awfully hard so you'll need to use several items for this battle.

After the battle, you'll obtain Crash Hammer and Dragon's Soul Ball.

Continue east to reach the Ruhalt Plateau. You should still be able to save using enemy pillars so save your game first before proceeding.

Ruhalt Plateau

From the savepoint, head northeast and clear the enemies there. Grab the Recipe: Perfect Ring from the chest, and untie Malaccia nearby. Talk to him to complete the quest Rescue Malaccia. After the short scene, make Rue your leader and talk to him again to start a new quest.

Lightning Cores

[Acquire Lightning Core at Belfort's Sentinel Laboratory](#)

Shooting Star Shuriken, 4000xp

Next, take the bridge to the northwest that will lead you through a small cavern. Cross through the barrier and set Zephie as your leader. Examine the Wind Altar and talk to the spirit to start the last part of this chain quest.



Royalty Mark 4: Wind

Undergo the trial at the Wind Altar on Ruhalt Plateau

Full Blossom, 4000xp

You'll just need to defeat a LV58 Essence of Wind by the bridge. This fight should be pretty easy, considering that you have leveled up your characters and they have the right gears. Put some new kamonds on Zephie's new weapon if you want and equip it to her in case you want her to attack.



Save again if you want then continue to the northwest. Just follow the path leading to the event marker and you should find the thief with a large moth. After the scene, you'll need to defeat the Fatal Moth. Make no mistake; this moth hits hard so make sure to use items while your character is receiving damage from its light beam. This mini-boss also dashes around quickly and can quickly get out of your attack range. This will make chain breaks a bit harder. After defeating it, the quest Revenge Thief will be completed. Before proceeding, make sure to grab the Golden Clover and Burn Defense from the chest nearby.

Follow the path and head to the event marker. Make sure you got everything prepared since you'll need to fight Alex and his 4 minions. Like before, kill all the lesser minions first before concentrating to him. Feel free to aid your healer by using recovery items. This battle is going to be a tough one; not only that he hits hard, he can also easily poison and knock down your characters. You may want to have some poison-immunity accessories equipped to your melee fighters. Also for some dumb reason, your healer will approach Alex. Since Alex is very deadly at short range, expect them to die in one shot. Just keep the items flowing and forcefully control your healers if they're stupid enough to approach Alex while he's at it.

Receive Rod of Verdant Breezes and Kan Saving after the battle.



Grab the Demon Binding key beside the pillar and save your game. This should be the last key that you need to break the sealstone in Lanoara Lake in Dunan. Before talking to Igton, checkout the strange pointy thing to the southwest. This is Vaizen's Grave. Examine it to complete the quest To the Grey Cemetery. You'll receive Vaizen's Belongings after the short scene. The next follow up quest will become available:



Overcome Sadness

Bring Vaizen's Personal Belongings to Chieftain Keitin at Cota Mare.
Eucalyptus, 3000xp

Talk to Igton to continue with the story. From here on, you can travel to La Strada and back to the surface as needed. Also, after triggering this event, the teleporter service will become active again so you'll have the chance to complete some of your quests.

Dunan Field

Head to Dunan Field and enter the inn. Talk to the man beside the frontdesk to receive a new quest:



Cut the Chains of Revenge
Go to Reinpolt Ruins and meet the Dunan Thief
Phantom Blade, 3000xp

First, head to Lanoara Lake and unseal the last sealstone there. You'll need to defeat the Mad Golem that will appear. This fight is a lot easier compared to what you have experienced with Alex; just remember to heal often. Next, go to the Reinpolt ruins and talk to the Dunan Thief to complete the quest "Cut the Chains of Revenge" and obtain your reward. Next, go inside the cave and talk to Kenaros as Crocell to complete the quest The Reeden Seal Stones.

Next, go to Navyblue Marsh to get Celestine's weapon.

Navyblue Marsh

Head to Keitin's house and talk to her to complete the quest Overcome Sadness. While here, you may want to buy some new defensive equipment first to your people, as well as some new kamonds for enhancing your weapons. If you're short on kamonds and cash, you can just sell the old weapons so their equipped kamonds will be returned. Once done, prepare to leave to Belfort Ruins and to the Sentinel Laboratory.

Belfort Castle/ Sentinel Laboratory



Inside the Sentinel Laboratory, go to Lab 2 and enter the previously locked Control Room beside the ramp. Defeat the Mad Scientist inside and examine the Lightning Core to complete the quest "Lightning Cores". Also, open the chest nearby containing the Kamond of Agility.

Completing the quests above should be enough to clear your list at this moment. When ready, head back to Ruhalt Plateau and walk all the way to Igton's position. It's time to board La Strada. Make sure you have stocked supplies.

La Strada

Save the game if you haven't done so then use the teleport to the Wisdom Room.

Trial of Wisdom

Watch the scene and listen to Celestine's explanation. Go down the path and ignore the enemies for the meantime. Take the path to your immediate left to find a treasure chest containing Revival Water. Control Rue and generate Lightning Kan. Remember that you need at least two of those floating around and that using special attacks consumes them.



Once done, examine the yellow pedestals to open a new path, heading north. (consult your main map) Go there, switch the Crocell, generate two fire kan and do the same thing. Return to the central island and take the path leading southwest. You'll find a chest containing Juto's Pauldron of Eternity. Go back to the central Island and use Rue again to generate two lightning kans. Activate the pedestal again and take the path where you obtained the Revival Water earlier. The path leading to the last island to the southeast should now be accessible. Use the teleporter there to reach the Intelligence Room

Trial of Intelligence

Don't touch anything yet. Go to the southeast island first and grab the Cure Flower x3 from the chest. Continue to the next island east and open the chest for a Cure-All. The portal leading to the next Trial is located down south but of course, you'll need to solve this puzzle first to continue.

- Center, use Water Kan.
- Unlock island to the southwest.
- Use wind to activate path to portal; use fire to activate two new paths.
- Return to central Island, use Lightning to open path to the middle-north. Obtain Warrior's Roar from chest.
- Go to the island to the northeast, use fire to open path to the island north. Grab the Fist of Fantasy from the chest there. We're done here so go back to the central island and activate the lightning vessel again. Take the path south to reach the teleporter. Head to the next trial.

Trial of Sagacity

Go east without activating the vessel. You should find a treasure chest containing Attack LV5.

Return to previous island, use wind to unlock the paths to the north and south. The north island has a chest containing Rain Master's Bow.

Head south, use Water and Lightning to fix some of the paths. Return to the previous island and head east to reach the middle island.

Don't activate any vessel yet; from here, the next three islands to the east has treasure chests that are readily accessible. Keep heading east and grab them all first. (Defense LV5, Resistance LV5 and Kan Moderation). Head back to the middle island, use fire to activate and head north to find another treasure chest. (Golden Clover) Next, head south and use fire again.

Return to the island next to your starting point (second island west, in the middle) and go south. Use ice to restore the path leading to the teleporter. It should be straight run towards the teleporter from here on so head there and use the teleporter to exit the First Chamber.

Save your game in Rest Area I then use the next teleporter leading to Huaren's Room. This is a boss battle so make sure everybody's prepared.

Huaren's Room

Like your previous encounter with him, there are several targets that you need to deal with: his arm, his two shoulder fragments and his main body. You need to get rid of the other parts first to make this battle easier. One thing you need to look out for is when he reaches critical HP. He will raise a shield that will render him invulnerable. He will summon two royal guards that you need to take care of FAST. While the minions are alive and his shield up, he will receive 8000 HP for a steady period. As long you defeat the minions quickly, he shouldn't have that much HP recovered anyway.

Obtain Rod of Polar Wind, Perfection and Angel Brooch after the battle. Head to the next rest area, save your game and head to the next room.



Second Chamber

Trial of Courage

If you listened to Zephie's instructions, you'll have an idea already on what you'll need to do for this trial. You need to protect the light (LDP) and prevent the orbs from detonating near it. Like what Celestine mentioned, you can hinder the orbs' activity by activating the vessels of the corresponding element. Also, treasure boxes will appear while the trial is underway so make sure to quickly set up your defenses and check the islands with no enemies for treasure chests. The ideal party for this will be Celestine, Crocell and Rue. You can always use kan-generating items so you can activate the vessels immediately without fighting enemies to generate kan.



You need to do this for 3 minutes to complete the trial. The island to the east contains Variety Backpack, the west has Spirit LV5 and the one to the south has Kan Miracle. Don't worry though; the treasures you've collected won't disappear from your inventory even if you fail the trial. Just use the activation vessel to start over. Remember that activating the bridge spheres will hinder the orbs from passing the first time; activating them the second time will destroy them. You can also target and destroy them as they come but this will take a lot of time and you won't be able to collect all the items available in the floor within the given time. Also, take note that destroying the orbs using the bridge spheres will also generate the corresponding kan, making it easier to activate the vessels later on.

After successfully protecting Zephie, she'll join your party. Return to the Rest Area and save your game. Head to the next trial by using the teleporter.

Trial of Bravery

Same trial, same procedures. Remember that the first blue bridge is the princess' last line of defense so keeping it active will be your main priority. Just destroy any orb you encounter along the way as you collect the treasures. Since there are a lot of ground to cover for this trial, just set up protective barriers around the princess by activating the bridge spheres then concentrate on gathering all the treasures you can find for the first try. If you manage to get all the treasures and keep the princess protected, then good. Otherwise, just simply start the trial again, stand by the first blue bridge and keep your stand there.

West - Defense LV5

East - HP LV5

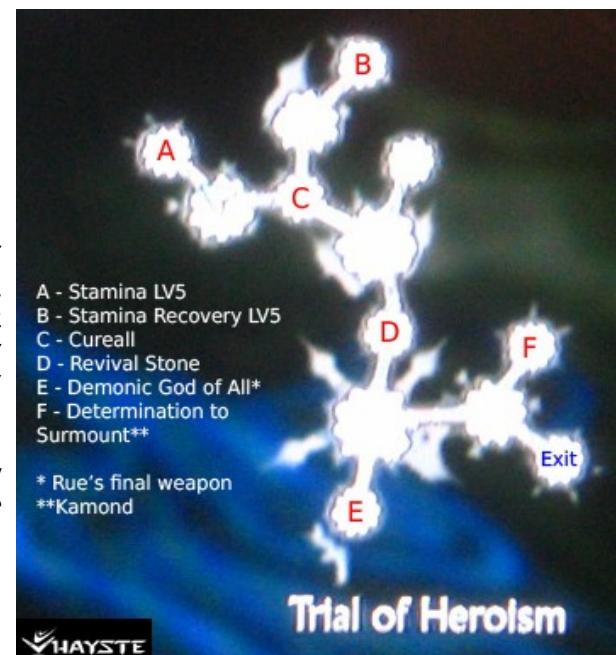
South - Supernova

Southeast - Platinum Kamond

Trial of Heroism

This is a much larger area so you it might take you 2-3 retries if you want to cover all ground and gather all the treasures. Make sure to set Rue as your leader especially if you're dashing through enemies. Her high evasion rate will ensure that you'll cover more ground without getting hit often. After getting all the items, stand your ground near the last bridge and keep activating those vessels whenever you can.

After completing all trials, exit the second chamber by using the teleporter. Save your game and make preparations for another boss fight.



Claire's Room

Claire is a powerful ranged fighter that can knockback your characters. In this battle, make sure you have at least one character that can deal ranged damage (Rue+shuriken, Celestine+bow, Crocell) and have Argo or Juto to serve as meat shields.



Try to corner her as much as possible since it will be challenge to chain your attacks if you can't hit her. Claire's attacks are very damaging, especially her special attack that can take around 3000-4000 HP per hit. Argo and Juto with some HP and defense boosting kamonds and accessories should be able to withstand that much damage without the danger of dying from an immediate combo or special attack from Claire. Just don't hesitate to burn some expensive recovery items to keep everybody alive in this battle.

Obtain Fate, Aurora Bracelet and Solar Crystal after the battle. Return to the break room, enhance your new equipment with the best kamonds you have (especially those that reduces the required kan to execute a skill - a must for your healers), wear the

best accessories you have and save your game. From Claire's room, take the teleporter to the next room.

Throne Room

If you have followed this guide, then by now you should have all the Marks for Royalty and you should be able to pass through. Otherwise, you'll need to take the tests here to obtain the marks. There are also treasure boxes in each room so enter each one of them and gather your loot before the final battle.

Room of Fire - Kamond of Fortitude
Room of Ice - Frostbite Defense
Room of Wind - Curing Crystal
Room of Lightning - Four Leaf Clover

Saver your game again if you want, then take the teleporter to the Royal Mausoleum.

Royal Mausoleum

There's really nothing special about this fight; you just need to keep everybody healed with items and keep using special and chain attacks whenever you have the chance. After getting rid of this boss, you'll need to fight the real boss of this game.

Boss: Strass

First, you need to take out both of his hands. You can use the team layout I suggested against Claire: tank (Juto/ Argo), ranged attacker and a healer. Take control of the ranged attacker and deal damage at a safe distance. Switch to your melee fighter only if you need to chain attacks; otherwise, keep controlling your ranged dps since the AI is stupid enough to let him/her walk within the boss' melee range. Aside from that, Strass has a dangerous laser beam attack that will continuous damage. Make sure to immediately heal after surviving that attack.



After destroying both hands, Strass' main body will be lowered and susceptible to your attacks. Use this chance to burn him with whatever you have. After a few minutes, his hands will be restored and you need to destroy them again. Just repeat the process until you finish him. Near his death, he'll activate a doomseed fall, rendering your magics useless. Just finish him with physical kan attacks in that case.

Congratulations for finishing the game!

Sadly, there are no unlockables or New Game+ options.

Credits

Let me dedicate this section to thank the following:

- Stephen Ng of IGN for giving the chance to work on these exclusive projects
- My family for supporting me in what I'm doing right now
- to my dear readers. Without you guys, I wouldn't be doing this.

If you want to receive emails about my latest walkthroughs updates and releases, please visit my [homepage](#) and subscribe using the tool there.

For questions, suggestions and comments, you may contact me at vhayste@gmail.com.

Kindly put the game title as part of your subject otherwise your email will be filtered out and tagged as SPAM. I will only entertain questions not included in my walkthrough. I will try to answer emails as early as possible but in my line of work; I may only have the chance to respond in a few days. Sorry.

Did you enjoy my faq? Any support will be greatly appreciated!

1. Paypal Donations

If you can spare me a dollar or two, that will go a long way in helping buy new games to write walkthroughs for. Or even use the funds to pay for my electric bills. You may send your Paypal donations to: vhayste@gmail.com

2. Visiting/Ordering via my [Play-Asia affiliate link](#)

Yes, just by ordering stuff from them, I get a small commission - no matter what item it is. They have a variety of items, games, game/anime soundtracks, toys/ anime figures, guides and collectibles. Just simply visit the site by using my affiliate link. Don't worry if you can't order; Play-Asia is generous enough to pay for the clicks/ visits to their site based on my affiliate link.

3. Downloading this text file from [here](#) or this [link](#).

This is just another way for me to earn a bit of cash. Please don't mind the Linkbucks ad; the text file I'm asking you to download is a non-malicious, thank you message for your support. It only takes a few seconds of your time :)

4. Showing your appreciation

This is probably the simplest, and cheapest thing to do. A simple "Thank you" email means a lot to me, since it tells me that there are people out there that appreciate my hard work. Though it won't help financially, it is still a big deal by giving me "moral support". :)

